Subject: Re: Just a question concerning custom models...
Posted by saberhawk on Mon, 27 Apr 2009 07:53:40 GMT
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2GLOCK9S wrote on Sun, 26 April 2009 23:27Ghostshaw wrote on Sun, 26 April 2009 18:47Well we will provide a utility which allows a modeller (or server owner of course) to hash a w3d. Then they can post that with the release and each individual server owner can decide wether to add it to their "exceptions" list. At least thats the current rough idea.

so this means it will be able to auto-detect which model is being used? how bout we just go a simpler route, only block models that create an advantage. but please, let's not be too anal on which models are blocked. another aspect of keeping renegade alive, i believe, is keeping it's easy customization allowed.

And how do you suggest we create a computer program that determines if a model creates an advantage when most *humans* can't agree on that same thing?